

GIRLS THAT TECH

by Richard Irvine

In this scenario, news has come to light of a piece of archeotech which has been dumped. A number of gangs have sent some muscle to claim it, but they will have to wait for the Guilder Patrol to leave before they can start shooting...

TERRAIN

Set up the terrain in any mutually agreeable manner. A single loot counter should be placed in the centre of the table to represent the piece of archeotech.

GANGS

This scenario is intended for 3 or more gangs. Each gang uses 3 randomly selected members.

DEPLOYMENT

Gang members can be set up on any table edge, but may not be within 8 inches of a member of another gang.

THE GUILDER PATROL

When the game begins, there is a guilder patrol in close proximity. At the end of each turn, roll a D6. On the roll of a 6, the guilders have left, and the fighting may begin. Until the guilders have left, nobody may shoot (unless their gun has a silencer fitted), and nobody may move within 8 inches of a member of another gang, or charge into close combat.

PICKING UP THE ARCHEOTECH

Treat the Archeotech as if it was a loot counter. Standard loot rules apply for picking up and dropping, etc., the archeotech.

ENDING THE GAME

No bottle tests are taken, although players may voluntarily bottle. The

winning gang is the gang who successfully leave the table edge with the piece of Archeotech, or the gang left if all the other gangs bottle out.

THE ARCHEOTECH

The gang in possession of the archeotech may use it in future encounters. Roll on the Archeotech table in the Outlanders book to see what it does.

EXPERIENCE

- +D6 Survives
- +5 Wounding an enemy gang member
- +2 Each gang member who picked up the piece of archeotech
- +10 Carrying the archeotech piece off the table edge